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DDI-805-74

14 March 1974

MEMORANDUM FOR THE RECORD

SUBJECT: Law of the Sea Game

STAT 1. [REDACTED] OPR recently conducted a political game simulating the upcoming Law of the Sea conference. This was as a partial response to a request from OBGI, and with the cooperation [REDACTED] of OTR. OBGI furnished some factual material for the game and students in an Information Science course served as participants.

STAT 2. The students were each asked to represent the interests of a country or group of countries in the negotiations. Our previous experience with similar Community-wide classes helped determine the scope and depth of the reading material and produced a considered compromise between too little and too much material. It was intended to produce country familiarity, not expertise, along with a solid understanding of the major issues of the conference. The students were given the following to read: basic information on their countries, a description of the game mechanics, a game scenario which included an outline of the LOS issues, and a few articles on the LOS. The LOS topics emphasized in this game were the territorial sea and the problem of straits, the exploitation of seabed resources, the extent of the economic zone, and the degree of control over fishing, pollution, and scientific research in the economic zone.

3. The game consisted of four sessions over a period of two weeks. The first was taken up by a discussion of the mechanics and the issues, and the assignment of countries. The second and third were designed to assure a general level of participation and understanding by having the students meet in discussion groups of changing membership to consider regional interests, maritime interests, and the various specific LOS issues. At the end of the third session, students were asked to form groups based on their perceived interests and draft proposals treating the major issues. The fourth session involved voting, with some debate, on the draft proposals. (When all the proposals were defeated, an eleventh-hour compromise emerged and passed, after much amendment and over the opposition of the US delegate

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and the abstention of the Russian delegate.) The rest of the fourth session was spent in evaluation and discussion, including a presentation by representatives of the Studies, Analysis, and Gaming Agency of the Joint Chiefs of Staff, which served to put the students' experience in perspective.

4. The students responded very well to the gaming situation. They sustained a high level of interest and interaction, learned the Law of the Sea issues well, and all evinced an interest in future gaming related to their work or interests. The responses on an evaluation form were quite positive, including some constructive suggestions which have been used to refine the game.

5. As the game progressed, the students recorded their perceptions of their countries' interests and objectives, and this information serves as the basic output of the game. Upon careful consideration, we feel that, for analytic purposes, the information from this exercise is of marginal value only. Under different circumstances, the game would probably provide insights into country behavior which would be valuable to someone trying to anticipate a country's actions in the conference. As it is, the information will be kept in OPR, and will be available for review by offices such as OBG, but will not be presented as a significant indicator of country behavior.

6. The primary limitation of this exercise was the lack of expert country knowledge by the participants. Much of the available time was absorbed in learning to play the appropriate roles; very little negotiating and bargaining took place until the final session. If the game were repeated using experienced country analysts as participants, the reading material could be focused entirely on LOS issues, negotiation and the drafting of proposals could begin much earlier, country stances would have a chance to become more polarized, and far more significant results would certainly be achieved.

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7. As a result of the exercise, [REDACTED]
[REDACTED] has furthered its working relationship with [REDACTED]
[REDACTED] and experimented with a method which has a
definite, though limited, use in political research. If an
opportunity or need arises, we will be able to undertake a
political game on reasonable notice. In addition, the game
situation and data for the Law of the Sea conference are
available for reuse should a priority interest arise suffi-
cient to justify the use of country analysts.

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[REDACTED]

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MEMORANDUM FOR: *Paul*
File: Law of Sea
HOPE

Attached is a brief description by []
[] the newest member of our []
[] on the Law-of-the-Sea gaming
experiment he recently completed. No startling
substantive results -- but you'll be pleased to see
how we're building our capabilities for using such
Techniques. Meanwhile, [] is pressing
along with her paper on the main LOS issues and
potential trade-offs.

18 March 1974

(DATE)

FORM NO. 101 REPLACES FORM 10-101
1 AUG 54 WHICH MAY BE USED.

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